# CITY OF DALHART, TEXAS REGULAR CITY COUNCIL MEETING TUESDAY, JULY 27, 2021

http://www.dalharttx.gov

## City Council Chambers, 205 Rock Island Street, Dalhart, Texas

Notice is hereby given of the Regular Meeting of the City Council of the City of Dalhart, Texas to be held at Dalhart City Hall on July 27, 2021 at 6:00 p.m. The following business will be considered:

### **PRAYER**

### **CONSENT AGENDA**

1. Minutes of Regular Meeting July 13, 2021.

#### REGULAR AGENDA

- 1. Public Comments
- 2. Presentation of 20 years of service pin to Robert Schneider.
- 3. Consider and act upon recommendation for funding from the Community Development Committee.
- 4. Consider and act upon awarding bids to repair the Coliseum and First Responder roof.
- 5. Consider and act upon Economic Development Committee's recommendation to allow City Manager, James Stroud, to go out for a bid totaling approximately \$225,000 for paving half of the Little League Baseball field parking lot.
- 6. Consider and act upon designating the City Secretary as the Records Management Officer for the City of Dalhart.
- 7. Consider and act upon amended Franchise Agreements.
- 8. First Budget Workshop
- 9. Discussion of future agenda items for City Council.
- 10. Comments from City Manager and Department Heads.

### **CERTIFICATION**

I certify that the above Notice of Meeting was posted at the front door of the

Dalhart City Hall no later than the 23	3 <sup>rd</sup> day of July, 2021 before 5:00 p.m.
Wendy Kleynhans, City Secretary	

**NOTICE:** The Dalhart City Hall is wheelchair accessible. Access to the building and special parking are available at the west entrance facing Rock Island Street. Requests for accommodations or interpretive services must be made at least 48 hours in advance of the meeting by contacting the City Secretary's Office at (806) 244-5511, Ext.3202 or by FAX (806) 244-4414. Braille is not available. The City of Dalhart reserves the right to convene into Closed Session under Government Code 551.071-551.074 and 551.086.